UNIVERSITI TEKNOLOGI MARA
ADE612: INTERACTIVE MULTIMEDIA DESIGN AND PRODUCTION

Course Name (English)	INTERACTIVE MULTIMEDIA DESIGN AND PRODUCTION APPROVED
Course Code	ADE612

MQF Credit	3

Course Description	This course provides students a hands-on experience with high-end technology in the marketplace and its application in information technology. A wide range of current hardware, software and applications will be explored. Students will use their creativity and skills to design, and create interactive multimedia presentations, digital images, sound, and videos, and will be introduced to animation and web pages. Emphasis will be given on producing an innovative and functional interactive multimedia application. The course stimulates the practice in the multimedia industry. Knowledge and skills acquired in this course will also enable students to successfully perform and interact in today's technology-driven society.

Transferable Skills	Practical skill on designing and developing multimedia products and applications. Presentation, management and critical thinking skills are also applied in this course.

Teaching Methodologies	Lectures, Demonstrations, Discussion, Presentation

CLO	CLO1	Develop an interactive multimedia tools for art education teaching and learning
	CLO2	Display skills in producing interactive multimedia tools for 21st learning classroom
	CLO3	Demonstrate information retrieval and management through designing and producing interactive multimedia for art education

Pre-Requisite Courses	No course recommendations

Topics
1. Emerging and future technology for learning 1.1) N/A
2. Multimedia and the Internet for learning 2.1) N/A
3. Image manipulating and sound editing 3.1) N/A
4. Animation and movie editing 4.1) N/A
5. Web design & production 5.1) N/A
6. Looking to the future 6.1) N/A
7. Ethics, legal issues and cyber security 7.1) N/A

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Studio process - on going process	30%	CLO1
	Final Project	Authoring/Interactive multimedia project	40%	CLO3
	Portfolio/Log Book	Research Work Book (RWB) – Digital portfolio	30%	CLO2

Reading List	This Course does not have any book resources
Article/Paper List	This Course does not have any article/paper resources
Other References	• **Book Misty, Vermaat; Susan, Sebok; Steven, Freund; Jennifer, Campbell; & Mark, Frydenberg 2016,** *Discovering Computers: Tools, App, Devices, and the Impact of Technology* **, Gengage Learning, Boston, MA, USA** • **Book Sanjaya, Mishra & Ramesh, Sharma 2005,** *Interactive Multimedia in Education and Training* **, Idea Group Publishing, Hershey, PA, USA** • **Book Josephine, Lang 2016,** *Multimedia and Professional Learning in Initial Teacher Education* **, Springer Netherlands, Netherlands** • **Book Jean, Underwood & Lee Farrington-Flint 2015,** *Learning and the E-Generation***, Wiley Blackwell, West Sussex, UK** • **Book Sreedhar, G. 2015,** *Design Solution for Improving Website Quality and Effectiveness* **, Information Science Reference, Hershey, PA, USA**